

# WINGED CHUPACABRA

## CREATURE 5

**N****SMALL****BEAST**

**Perception** +12; darkvision

**Languages** Aklo; can't speak any language

**Str** +3, **Dex** +4, **Con** +2, **Int** -3, **Wis** +2, **Cha** -2

**AC** 22; **Fort** +12, **Ref** +15, **Will** +9

**HP** 75

**Speed** 25 feet

**Melee** ♦ jaws +15 (finesse), **Damage** 2d8+7 piercing plus Grab

**Melee** ♦ claw +15 (agile, finesse), **Damage** 2d6+6 slashing

**Chupar** ♦ **Requirements** The chupacabra has a creature grabbed; **Effect** The chupacabra sucks blood from the grabbed creature. The chupacabra gains the quickened condition for 1 minute and can use the extra action only for Strike and Stride actions. A chupacabra can't use Chupar again while it is quickened in this way. A creature that has its blood drained by a chupacabra is drained 1 until it receives healing (of any kind or amount).

**Flyby Attack** ♦ The chupacabra flees and makes a Strike at the end of that movement. If the chupacabra began this action hidden, it remains hidden until after this ability's Strike.